Fig 1.

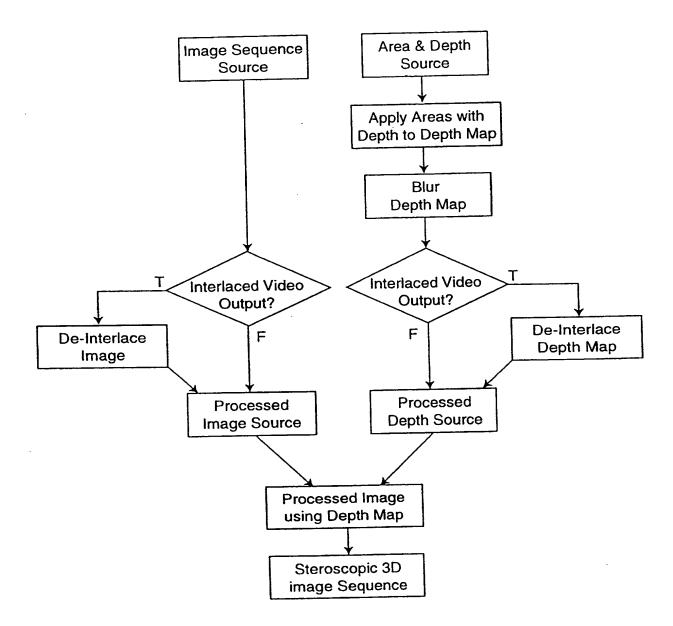


Fig 2a.

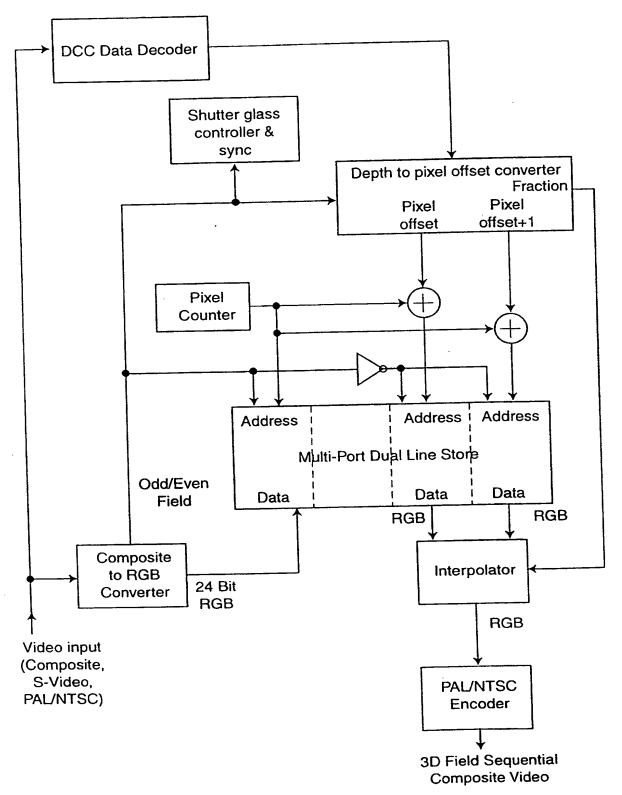
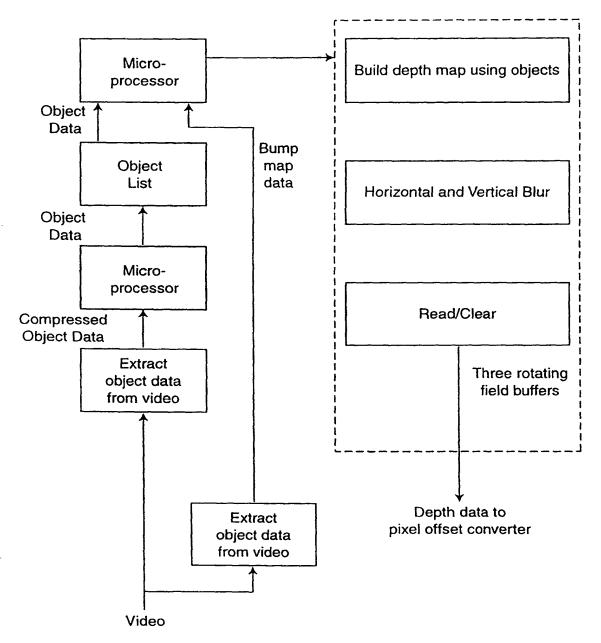
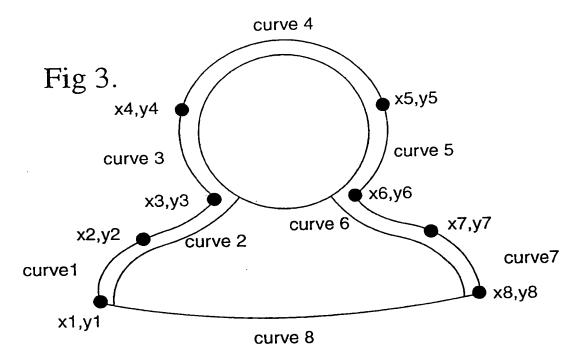


Fig 2b.

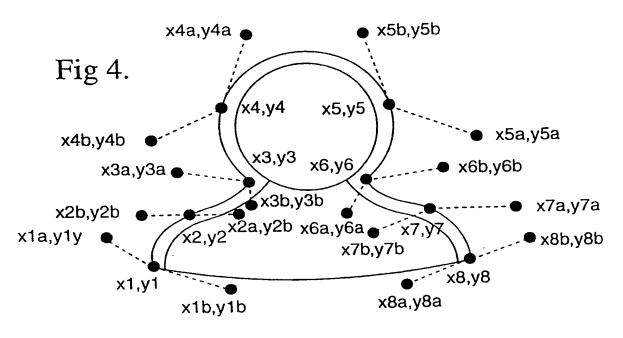


Output F4 Output F4
Depth Depth map aclear Field 4 even Field 4 odd Vertical Blur F4 Field 3 even Horizontal Blur F4 Field 3 odd Field 2 Generate depth map for F4 from object even Field 2 odd Field 1 even Build object list for frame F4 Field 1 odd (2) 4 (2) (3)

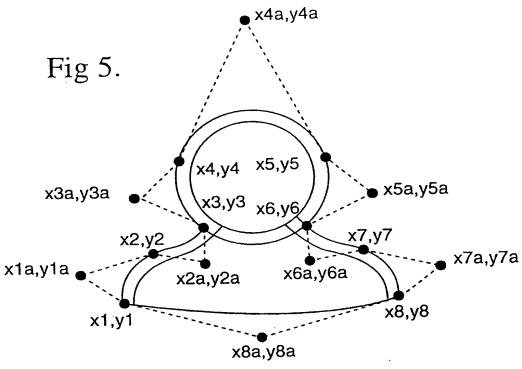
Fig 2c.



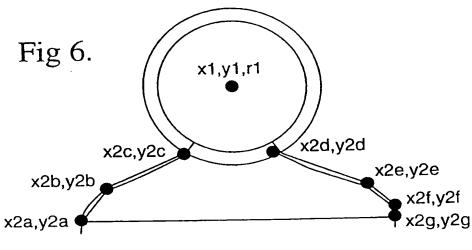
Object Number 1, Depth 20



Object Number 1, Depth 20



Object Number 1, Depth 20



Object Number 1, Depth 20

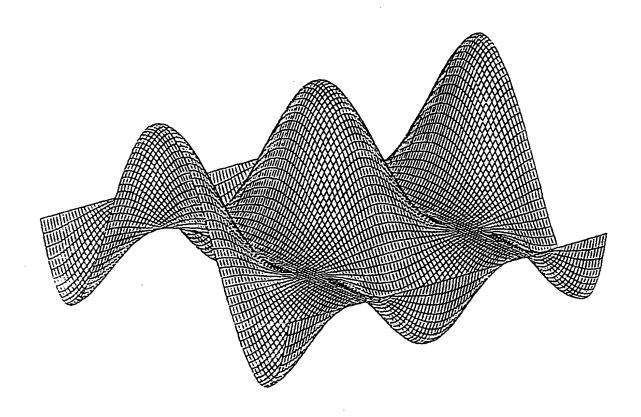


Fig 7.

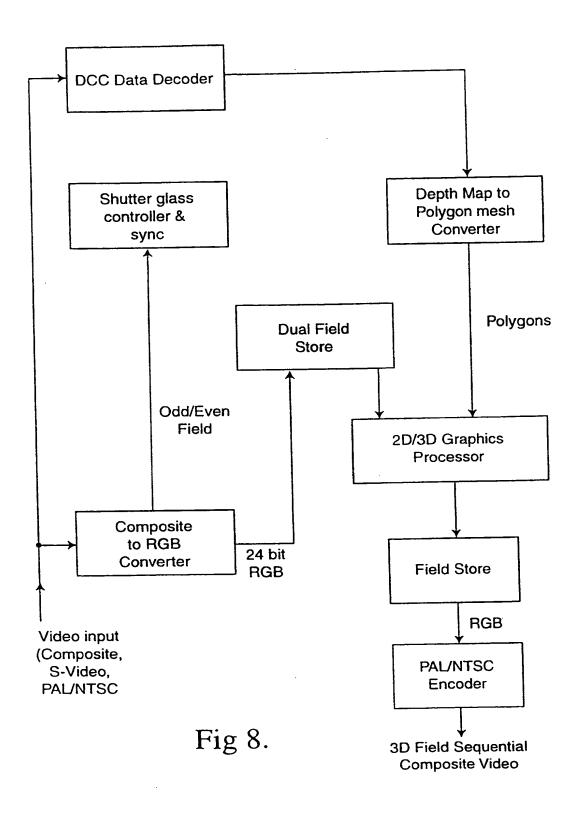


Fig 9.

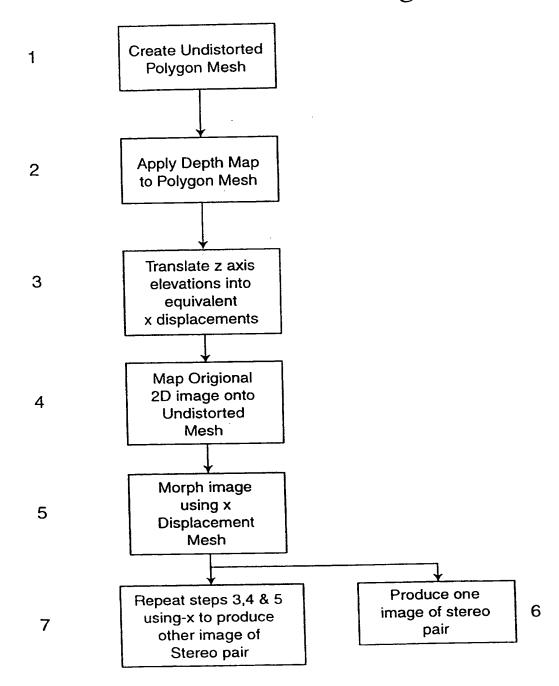


Fig 10.

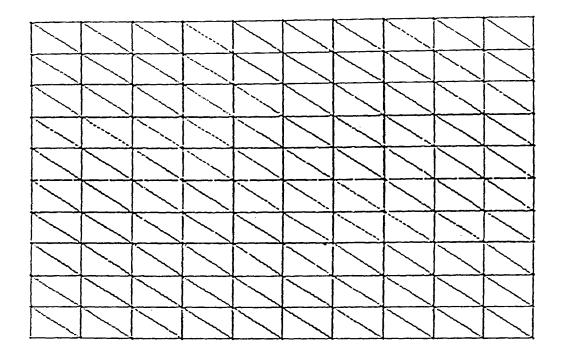
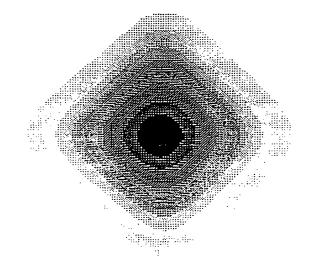
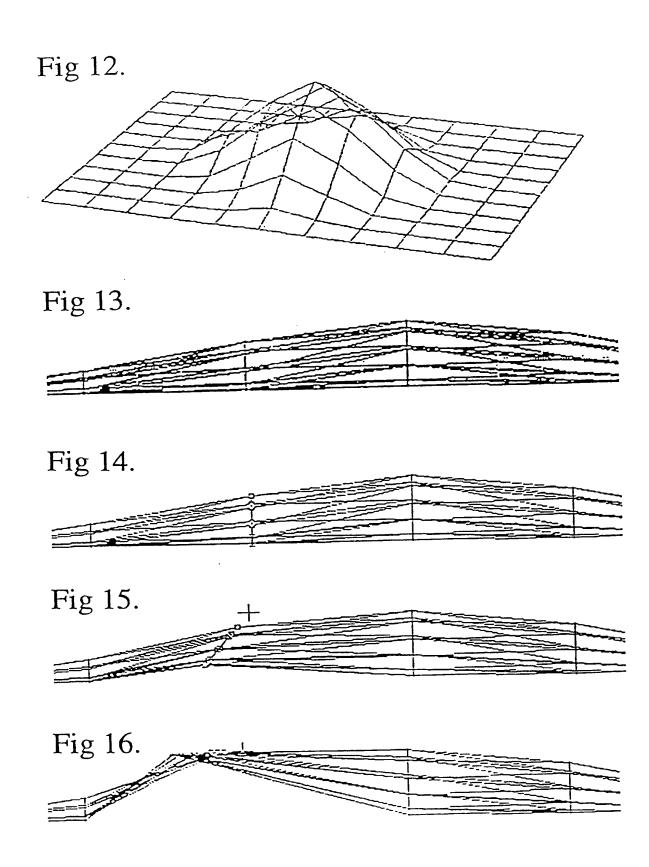


Fig 11.





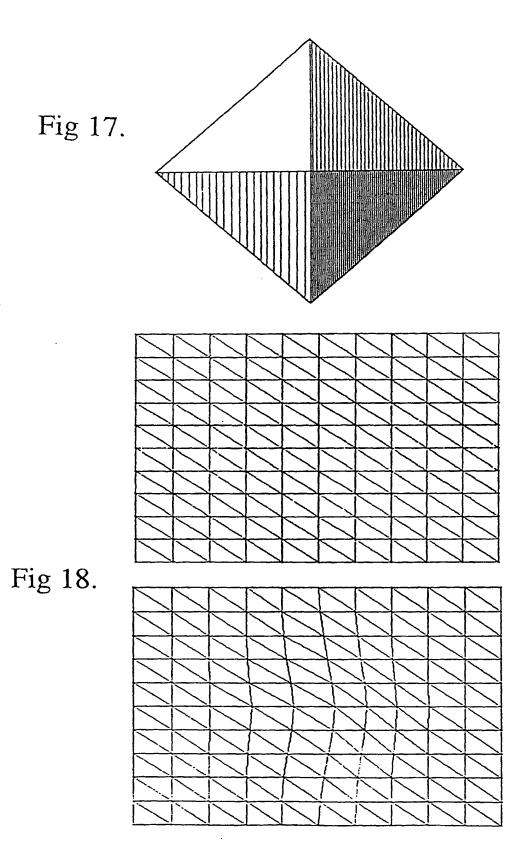


Fig 19.

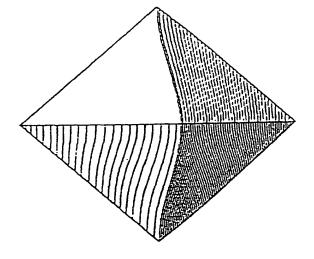
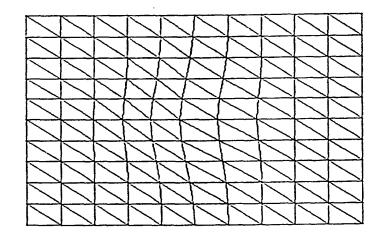


Fig 20.



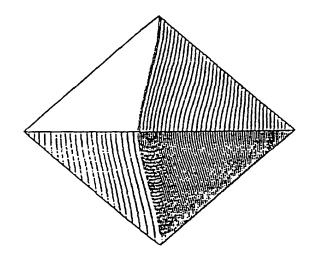


Fig 21.

